FORTUNE'S RUN

FAST PACED BOOMER MELEE FIGHTING GAME
PLATFORMER ACTION SIM ROLE PLAYING

FEVER DREAM™

ADVENTURE STORY

TEAM FORTUNE

THE YEAR IS 20XX...

You are Mozah Lydd'sekh, washed up ex-con extraordinaire. Recently released via corporate work program, you will soon find yourself embroiled in a conspiracy to obtain an alien artifact worth more than money can buy.

With your contract's ownership stuck in a bidding war between the interested parties, you will have to navigate with care and precision to keep your freedom... Or maybe seek the object of their conflict for yourself.

WHAT IS?

Fortune's Run is a retro-styled blend of immersive sim and over-the-top action. We are combining the exploratory style of imsims with the technical combat of fighting games to create something challenging and unique.

FEATURES

- Deep combat system involving parries, invincibility frames, combos, stance meters and special attacks for each weapon.
- Novel take on stealth where speed and acrobatics are rewarded.
- True to form Quake physics, with bunny-hopping like it's 1996.
- A campy character-driven story inspired by Deus Ex, Metal Gear and 90s science-fiction staples. With *nearly full* voice acting.
- Large maps with multiple paths and non-linear objectives, focusing on deep environmental interactivity, storytelling and exploration.
- Boss fights at every turn!

INSPIRATION

- Deus Ex and Metal Gear for the campy story-telling, level and encounter design
- Monster Hunter and Dark Souls, for the bosses, progression, stance meters, parrying and hit-stop
- Thief and Splinter Cell for the stealth design
- Half-Life 1 for the narrative level design and tech demo style features (rope physics and electric water!)
- E.Y.E.: Divine Cybermancy for the inescapable cycles of guilt
- Many failed mid 2000s games like Vampires, Dark Corners of the Earth, Dark Messiah... Because they had some great ideas!
- Unreal 2 for the cool space goats

IN PICTURES...

Status:
Head is injured.
Federation Trooper
Argh!

Status:
Head is injured.

Status:
Head is critical.

Status:
All OK.
Federation Trooper
Argh!

WWW.FORTUNES.RUN

THE EXPERIENCE

- The game is presented as a hub in which the player can learn about the world and accept missions by talking to NPCs. This is demonstrated in our demo with the night-club area.

- The missions start with a planning screen where the player is briefed and can purchase tips and equipment.

- Each level has a unique location in the Zabran star system to offer memorable set-pieces. The type of goal will change based on the mission, requiring the player to adapt and use new skills and tactics. Some missions will reward stealth, others violence, with these options driven by narrative.

- The difficulty level is very high but many tools are provided to the player to overcome challenges. This is a game which rewards learning mechanics and finding alternative ways of overcoming challenges. If all else fails, we offer complex difficulty scaling with sliders for everything from enemy health to bullet speed.

- High interactivity with the environment inspired by comic book logic. If you can imagine someone doing it in a comic book, you can do it. Grenades in a microwave to lure guards? Sure! Shooting out terminals to shock puddles of water? Of course! No fall damage? You wish.

- Different ways of solving problems and advancing the narrative but within the framework of a linear character drama. Like in the first Deus Ex, you do not dictate JC's morality or character – you get to choose which parts of his story you want to see.

- A fleshed out band of outcasts and misfits inspired by 90s cinema. Animated cutscenes are presented for most narrative points and the main cast is fully voice acted. Environmental dialogue from random NPCs is generated in a fake alien language to save costs. Oops!

- Careful focus on the universe, themes and character growth to ground the player's experience in a meaningful world. You will be fully immersed in the reality of New Zabra, industrial colony of the Star Federation.

TEAM FORTUNE IS...

A two-person team who grew up on campy science fiction and overly complicated video games. We want to create something that does justice to the genre busting style of early 2000s FPS. We feel that something was lost when they were classified and shelved as “immersive sims” and the industry moved on to more cinematic and linear games. We want to bring it all back!

We also have a few part time contributors that help with art, audio and voice acting. The full credits are included in the demo.

SOME LINKS

STEAM

Discord

TWITTER

INTERNET WEB-PAGE

PATREON

CONTACT E-MAIL

SOME MORE LINKS!

- PC Gamer Demo Review
- Demo Release Trailer
- Screenshots/Assets

MOZAH'S
ABOUT TO MAKE
DAIKATANA
HER BITCH.

Suck It Down.